

## WHAT IS CLAIMED IS:

- Sub. D3
1. A game machine, comprising:  
 shift and display means for shifting and displaying a plurality of rows each having a plurality of symbol marks thereon;  
 5 prize winning state determining means for determining a prize winning state based on random number lottery;  
 stop control means for controlling the stop of said shift and display means to have a predetermined set of symbol marks shifted and displayed on the basis of said prize winning state determined by said prize winning state determining means;  
 10 notifying means for notifying a game player of notifying information in notifying states including a current notifying state and subsequent notifying states following said current notifying state, while the game player is enjoying games including a current game and subsequent games following said current game; and  
 subsequent notifying state determining means for determining and selecting  
 15 in advance said subsequent notifying states in said current game on the basis of said current notifying state to be informed by said notifying means.
  2. A game machine as set forth in claim 1, which further comprises:  
 second notifying means provided separately from said notifying means to notify a game player of notifying information in a current notifying state; and  
 20 second notifying state determining means for determining and selecting in advance said current notifying states on the basis of said subsequent notifying states determined by said subsequent notifying state determining means.
  3. A game machine as set forth in claim 1 ~~or 2~~, formed with a medal inserting slot, and in which said notifying means is operative to notify the game player of said  
 25 notifying state determined by said subsequent notifying state determining means when said current or subsequent game starts with a game medium inserted in said medal inserting slot.
  4. A game machine as set forth in ~~any one of claims 1 to 3~~, in which when said current notifying state in said current game is identical to said subsequent notifying states in said subsequent games, said notifying means continues to notify the game  
 30 player of said identical notifying state without interruption.
  5. A game machine as set forth in ~~any one of claims 1 to 4~~, in which said notifying information notified by said notifying means is correspondent to specified prize winning state determined by said prize winning state determining means.
  - 35 6. A game machine as set forth in claim 5, in which said notifying means is

operative to notify the game player of said notifying state corresponding to said prize winning state at a predetermined probability.

7. A game machine as set forth in claim 5, in which said prize winning state is any of big inner winning state or medium winning state.

5 8. A game machine as set forth in ~~any of claims 1 to 7~~, in which said game machine is a slot machine or a pinball machine.

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